NES-SE-USA

FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Seicross® is a registered trademark of Nihon Bussan Co., Ltd. and is licensed by FCI for play on the Nintendo Entertainment System®.

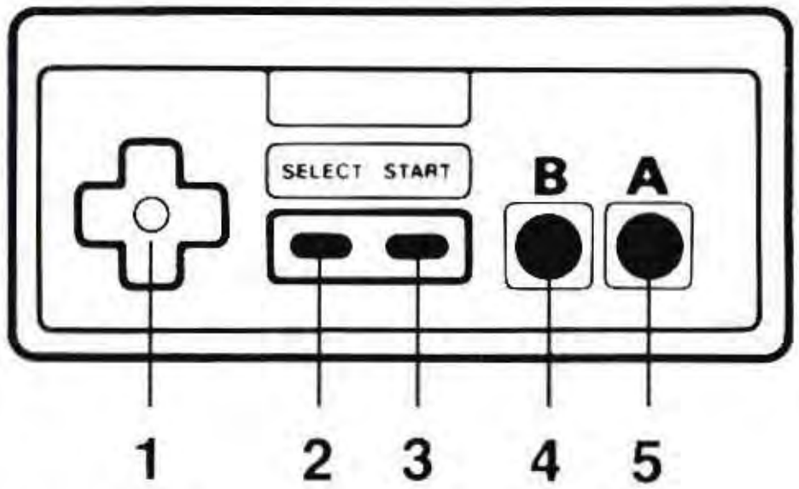
Seicross Story

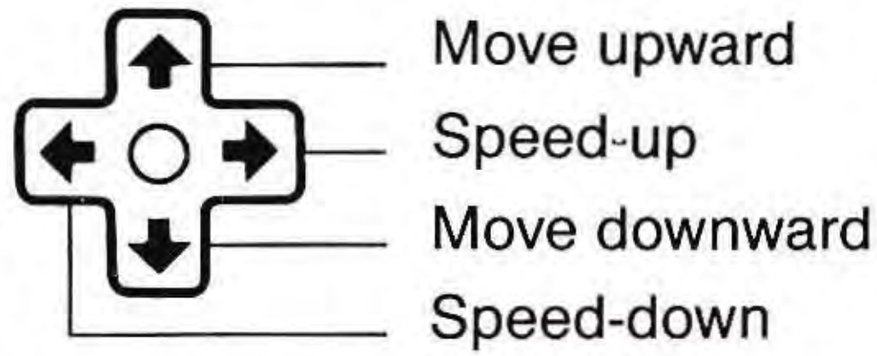
Here on the planet Colura lived two different tribes. One was the Petras, a highly civilized tribe. Another was the Basrah, a vicious tribe. The larger Basrah all of a sudden declared war on the Petras. The Petras were very civilized, and were pacifists who did not possess enough arms and weapons to protect themselves against the Basrah's attack. They were quickly driven underground without much resistance. A handful of the Petras were left and a few ex-captives who barely escaped from the Basrah were waiting to be rescued. Finally the Petras developed a mini-size rescue bike which they called Gilgitt Petras. They blasted off on Gilgitt Petras from their secret hideout to rescue the Petras who still remained behind.

Race your bike along thrilling backgrounds as you battle alien enemies. The serenity of the space city is broken as players blast off into space from the gate in order to save their people who are left in the battlefield.

Name of Controller Parts and Operating Instructions

Use Controller 1 for 1 player games
Use Controller 2 for second player in 2 player games





1 CONTROL Pad

2 SELECT Button
3 START Button
4 B Button
5 A Button

CONTROL Pad:	Operates Gilgitt Petras
SELECT Button:	Use this button on title screen to select 1 Player or 2 Player game.
START Button:	Push this button to start the game. If you push it during the game, the game stops. If you push the button once more, the game starts again.
B Button:	Shoots a laser beam.
A Button:	Shoots a laser beam.

How to Play

Seicross consists of three different rotating scenes. There is a bike chase in the obstacle zone, a bike chase in the slippery zone, and a final battle with the Dinosaur Tank across the battery zone. As the game proceeds, the enemy gets tougher. This is more than just a shooting game. You also have to concentrate on avoiding enemy bikes and other obstacles. But you have the energy beam gun to defend yourself.

- Control Gilgitt using Button ✚. Use Gilgitt to throw the enemy's bike into the wall and other obstacles. You can also destroy enemies with the energy beam gun.
- Unless you destroy an entire battery of enemies, shells will be launched off from behind you. You can't, however, destroy ancient obstacles such as

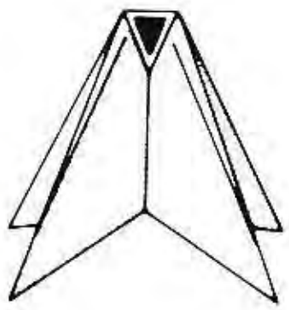
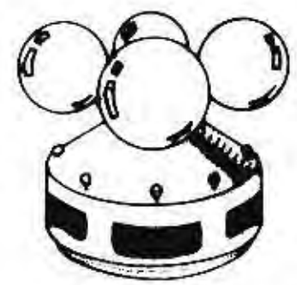
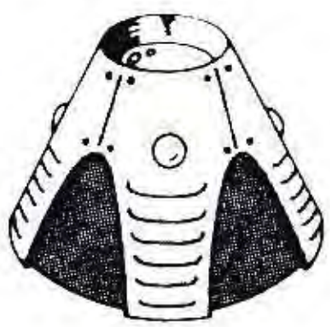
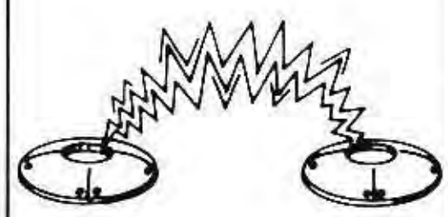
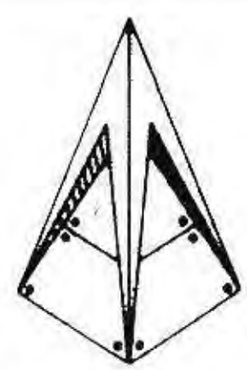
- If the energy level indicated on the score panel becomes zero, Gilgitt stops functioning. You have to obtain Energy Packs to build up the energy level.
- Be careful not to move around a lot in the slippery zone. If you do, you'll probably slip and hit obstacles.

- You'll get bonus points when you rescue the Petras. However, if you save too many Petras, Gilgitt's energy will be exhausted quickly. So in order to replenish your energy be sure to collect the Energy Pack whenever it comes out.
- Don't touch batteries and . Even if you explode them, their wrecks will remain and become obstacles.
- When you collect the Petras' favorite things on the way, you'll get bonus points. (It's up to you to figure out what the Petras liked.)

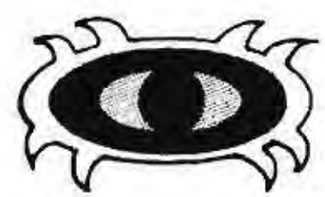
Characters

	1. **Gilgitt Petras:** **Player** He rides on a motor bike and rescues the Petras who remain on the ground. He also attacks and destroys the enemy.		5. **Warme Stone:** **300** Rock Cannon. It attacks everything. If you explode it, it will change color but remain there.
	2. **Basrah bike:** **300** It is the enemy's mini-size motor bike. The soldiers are reckless and throw themselves against you. So be careful!		6. **Apton:** **300** Vegetal Cannon. If you explode it once, the wreck remains.
	3. **The Petras:** **100** They are the captives of the Basrah and still remain on the ground. If you save them, you will get bonus points.		7. **Gabium:** **200** Energy Cannon. It attacks the player solo.
	4. **Energy pack:** It contains energy to run the player's bike. If your energy runs out, you can't operate the bike.		8. **Taron Dome:** **200** When the Quartz Energy explodes inside it, the claw opens and fires bullets.

Characters

	9. **Bodgiff:** **200** C-level Energy Cannon. Its cannonballs will split into three parts and each part blasts off separately.		13. **Dinosaur Fossil:** **500** A fossil of a dinosaur that the ancient Petras used to keep as their pet. Sometimes the alien Pilpul hides inside it.
	10. **Triangle Wall:** **200** B-level Energy Cannon. A high power cannon.		14. **Radar Buoy:** **200** The enemy's radar control system. Unless you destroy this, your enemy's attack gets stronger.
	11. **Comsolar:** **200** A-level Defensive Energy Cannon. This powerful weapon launches shells into 8 different directions at the same time.		15. **Powarmon:** **200** A special booby trap that radiates electric-energy magentic waves. It is devised to block Gilgitt's way.
	12. **Mirror Lurk:** **200** A digging machine for underground energy. If you destroy this machine, your enemy will have trouble getting energy!		16. **Sharking:** **200** A small surveillance base. If it detects Gilgitt, it attacks it.

Characters

	17. **Chenobalm** A gigantic plant that has absorbed the Basrah's energy. It does not attack.		21. **BalTank:** **500** It is the most powerful weapon of the Basrah. This Dinosaur Tank blocks Gilgitt.
	18. **Merameshra:** **100** Gigantic plant. It does not attack, either.		22. **The Pilpul alien:** An alien hired by the Basrah for the battle. They hide and try to attack Gilgitt.
	19. **King Merameshra:** **100** Larger version of Merameshra. It does not attack, either.		23. **Brain:** **10,000** This is an alien object that never comes out. It does not attack.
	20. **Pigoran:** **500** It is under the Basrah's control. It attacks Gilgitt.		

Techniques for Ultimate Victory

- The Red bike is especially tough. Be on your guard and attack it with your full strength!
- Always destroy the dinosaur's fossils! If you destroy the Pilpul alien hiding inside the fossil, you'll get bonus points.
- When you destroy the Radar Buoy, Power Star comes out. If you pick it up, your energy beam gets powered up.
- If you try to pick up every Energy Pack, you might go too far and encounter too many obstacles. Be careful to check the meter level and catch only as many as necessary.
- If you save too many Petras, your bike becomes too heavy and the energy will get consumed too quickly. However, Petras will give you bonus points. So choose them carefully.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:
Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the FCI Consumer Service Department of the problem requiring warranty service by calling: Outside New York State (800) 255 1431 or New York State (212) 753 8100. Our Consumer Service Department is in operation from 9:30 A.M. to 5:30 P.M. Eastern Time, Monday through Friday.
3. If the FCI service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Fujisankei Communications International, Inc.
   150 East 52 Street, New York, N.Y. 10022

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Look for these exciting video games

Ultima®	One of the most popular and best-selling games for PCs now available from FCI. Fight the evil Exodus with assumed identities and magic powers. The ultimate role playing fantasy game.
Dr. Chaos™	Bloodthirsty monsters on three different screen patterns try to prevent Michael from rescuing Dr. Chaos from the havoc of a mad experiment gone haywire.
Zanac™	Twelve screens of flying space creatures oppose Zanac as he fights to rescue the human race from destruction. Speed and strategy change as you improve.
Lunar Pool™	Play sixty different tables to become the pool hustler of outer space. Challenge yourself, the computer or another player. Different from anything on earth.
MagMax™	Transform into a master robot with body parts and weapons found at the core of the planet. Each part gives MagMax more power to destroy the three-headed space monster.
Hydlide™	With a sword of power, our warrior hero must master five magic realms and find ten treasures to fight the monsters and rescue the captive princess.

Dr. Chaos, Zanac and Lunar Pool are trademarks of Fujisankei Communications International, Inc. and are licensed for play on the Nintendo Entertainment System.® Ultima is a trademark of Richard Garriott. MagMax is a trademark of Nihon Bussan Co., Ltd. Hydlide is a trademark of T&Esoft.

FCI

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM

©1988 FCI/PONY CANYON

Printed in Japan